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Violence Animated Blood

PRINTED IN USA



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IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

AWARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching involuntary movements

Loss of awareness Disorientation

- · To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
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 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

▲WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- . Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as
 hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause
 maifunctions of equipment, with resulting injuries to persons or damage to property.

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If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

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- . Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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Monster Tower and the Magic Eggs

Monster Tower is the dungeon in which your adventure takes place. It is divided into many levels, and as you climb higher to the top, the enemies you encounter will become increasingly stronger. (See "Exploring Monster Tower," page 18)



During your adventure, you will also come across various

Magic Eggs, from which familiars can be hatched and added to your party.

(See "Familiars," page 26)

Prologue

Mondominio is a city of monster hunters that thrives on the trade of monster eggs.

In its center stands Monster Tower, a giant stone tower built to resemble the ancient ruins of a faraway land. The massive tower sealed away countless monsters, and their valuable eggs were traded on the market, with the rarer eggs selling for higher prices.

The Tower brought prosperity to the city, and the people of Mondominio thrived on its lucrative business.

Until one day...

It was during the rainy season that came once every 3 years. An enormous bolt of lightning struck the Tower, damaging the seal that contained the monsters. Chaos consumed the tower as the monsters broke loose. Their terror quickly spread throughout the land, and within moments, people from all around were being attacked by these savage monsters.

On the remote island of Bente, a secretive group of magicians were training in peace. A boy named Tao, son of the great wizard Amon, lived happily with his family of four.

But the peaceful days were brought to a sudden end when the monsters invaded Bente Island. The monsters attacked the island residents with a vicious curse that turned them into stone! Only Tao and a few others managed to avoid the curse. To break the curse, it is said that only the egg of the same monster can revert the spell. And so, Tao was sent off to Mondominio to search for the Magic Egg...

Characters

Tao (the main character)

A boy from Bente Island and descendant of a legendary family of Air Spellers.

To save the people of his island from the curse that turned them to stone, he heads for Mondominio, the city of monsters.

Gorsh

The head of the Ancient Magic Lab. An old friend of Amon, Tao's father, Gorsh was once a well-known monster hunter.



Petcho

A rare monster that can speak the language of humans. After being saved by Tao in the Tower, Petcho becomes Tao's partner.



Hausa

An innkeeper.

After his son is
rescued by Tao,
he graciously helps
Tao by offering him
room and board at
his inn.



Pieth

An energetic boy and son of Hausa, the innkeeper. After being saved by Tao, he comes to admire and respect him.



The mayor of the city. His dislike of the Bente people causes him to treat Tao harshly, but deep down inside, he's not a bad person.



Min-Min

A town girl who takes a liking to Tao and begins hanging around nearby, even before the other people in the city begin to warm up to him.



Controls

Names of the buttons on the Nintendo DS

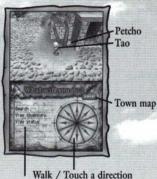
See the page on the right and the other pages for instructions on how to use these controls.



Basic controls on standard screens

The top screen shows game progress in 3D, and the lower screen is the Touch Screen. All controls use the Touch Screen.

Normal mode



Walk / Touch a direction Run / Touch a direction twice

Select action (See "Menu Commands," page 13)

Dialog mode



When you meet a person, you will enter Dialog mode. The actions you can choose here will change depending on the situation.

Dialog Progression mode



When this mark is displayed, touch the lower screen to continue the conversation.

Starting a new Game

The start menu

From the Title Screen, touch the Touch Screen to display the start menu on the right. See below for descriptions for each of the options.



Continue game

After selecting "Continue game," select the data profile and touch "Yes" to continue your game.

Start a new game

When you first begin a game, you will need to choose a name for your main character. Touch the letters to enter a name. The default name is "Tao."



Options

If you choose "Options," the Options Screen below appears. After adjusting the options to your liking, touch "Yes" to save the changes. You can set "+ Control Pad" to "ON" to use it for movement.







Playing the Game

Find adventure in a world of monsters, magic, and mystery This game takes place in the desert city of Mondominio and the giant tower at its center, Monster Tower. Tao's adventure progresses as he goes back and forth between the two places.



Bente Island

Tao's birthplace, and the starting point for his adventure. You first learn magic here from Amon, Tao's father.



Mondominio

You can do various things in town to prepare yourself-gather information, eat and drink, sell or buy items, and prepare your equipment. (See "Mondominio," page 12)

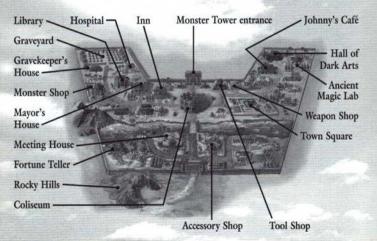
Monster Tower

You can fight monsters, gather their eggs, and collect items and treasures. (See "Exploring Monster Tower," page 18)

Mondominio

Map of Mondominio

Mondominio is a city of monster hunters standing in the middle of the desert. You can gain access to stores and facilities by talking to the people of the city and furthering your adventure.



Menu Commands

As you move around, you can touch the following commands when they are displayed to perform the chosen actions.

NORMAL MODE MENU

Search	Search in the direction Tao is facing	
View inventory	Display a list of items you are carrying	
View status	Show current status (See "Status," page 25)	

DIALOG MODE MENU

Talk	Talk and gather information	
View inventory	Display a list of items you are carrying	
Give item	Hand over an item you are carrying	

How to buy and sell items

You can buy or sell items in roughly the same way in all shops. When you select "Buy," a catalog of items currently available for sale appears. Select the item you want, and touch "Buy" to buy it. Of course, if you don't have enough money, you won't be able to buy it. If you select "Sell," a list of items that Tao is currently



carrying appears. Select the item you want to sell and touch "Sell." The money you receive, however, will be less than the price you would pay if you were to buy it.

Inn

[Save game data and use the item box]



When you go to sleep in the inn, you will restore your HP and MP. Also, you can save your game up to that point. Choose the save profile, and then touch "OK." If save game data already exists, a confirmation screen will appear. Touch "OK" again to overwrite the old game.



Using the item box

You can store items in the security box at the inn. There is a limit to the number of items Tao can carry at once (maximum 40 items). You can use the box to store items you don't normally use, but still want to keep.



Weapons Shop [Buy/sell weapons]

In the weapons shop, you can buy or sell staves, swords and shields. You can increase the effectiveness of your magic and attacks by equipping more powerful weapons.



Tool Shop

[Buy/sell items]

You can buy useful items such as medicinal herbs, fruits and magic balls. Also, you can sell items here, except for monster eggs.



Monster Shop

[Appraise monster eggs]

When you find eggs in Monster Tower, you can bring them here to sell or appraise. If you select "Egg appraisal," a list of items you are carrying appears. Select the egg you want to appraise, and touch "Appraise." Once you appraise an egg, you will be able to tell what type of egg it is.



Accessory Shop [Buy/sell miscellaneous goods]

The Accessory Shop offers a wide variety of things for sale, with a wide variety of uses. Also, you can sell items here.



except for monster eggs and weapons.

Hospital

[Prepare medicine using monster eggs]

Select "Make medicine," choose a monster egg from your inventory, then select "Make medicine." The



hospital staff will create medicine using the egg, free of charge.

Johnny's

Gather information from patrons]

Talk to patrons at Johnny's to gather information. You can refer to your Notepad in your inventory at any time



to review the information you've gathered.

Fortune Teller [Have your fortune told]

Talk to the fortune teller inside, and have your fortune told for 10G. You can refer to your Notepad in your



inventory to review the fortune later.

Hall of Dark Arts [Upgrade weapons]

To upgrade a weapon, select "Upgrade equipment," select the item you wish to upgrade from your



inventory, and then touch "Upgrade." You must pay a fee to request a weapon upgrade.

Café

[Order and eat meals]

If you select "Order," the menu will appear. Choose what you want to eat, then touch "Order" again to order a meal.



Ancient Magic Lab [Talk to Gorsh]

Gorsh is a great magician. Visit him often to learn about magic-you may even learn new spells.



Library [Learn from books]

The library contains a wealth of information passed down through the generations. You can refer to your



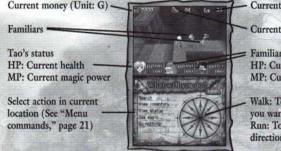
Notepad in your inventory to review the information you find.



Exploring Monster Tower

The screen and actions inside the Tower

When you're inside Monster Tower, the controls are roughly the same as when you're in the city. Once you've entered the Tower, however, you cannot walk out from the first floor. You can only exit by using the "Bound" spell.



Current level

Current floor

Familiar status HP: Current health MP: Current magic power

Walk: Touch the direction vou want to walk Run: Touch twice in the direction you want to run

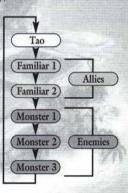
All actions are turn-based.

All characters in the Tower move within a turn-based system. Turns are used not only to attack, but also to walk or equip items.

Actions that can be taken in one turn

The flow of events in a turn is summarized in the diagram to the right. First, Tao moves. Next his familiars can move, followed by the monsters in the Tower. The actions below count toward one turn:

- Move one step (turning in a different direction doesn't count)
- Summon familiar (cannot summon if close to an enemy)
- · Equip a weapon or shield
- Use a consumable item
- Open a treasure chest
- · Pick up a monster egg
- · Use a magic spell
- Attack an enemy with the "Strike" command
- Defend yourself with the "Defend" command
- · Select the "Do nothing" command



Monster Tower holds many secrets!

Exploration tip 1: Pick up items!

Various items are scattered throughout the Tower. You can take them to sell in a shop, or use them on the spot.



Exploration tip 2: Items in treasure chests?! You can find treasure chests on the floor, which can contain useful items—but they may also contain traps.



Exploration tip 3: Pick up eggs!
You can find eggs, but initially you won't be able to tell what

You can find eggs, but initially you won't be able to tell what type of egg it is. To find out, you will need to hatch it, or bring it to the Monster Shop for appraisal.



Exploration tip 4: Look out for traps and hidden mechanisms!

You can use vines to climb up walls, or find switches to open doors. Search carefully!





Battle system

Menu commands in battle mode

When a monster is directly next to the player (vertically, horizontally or diagonally), battle mode begins. You can, however, run away by moving away from the monster. Also, if your HP reaches zero during battle, the game is over.



MOVEMENT MODE MENU (*In addition to those below, commands such as "Open" and "Pick up" can appear depending on the situation)

open and rick	ip can appear, depending on the situation)	_
Search	Search in the direction Tao is facing	
View inventory	Display a list of items you are carrying	
View status	Show current status (See "Status," page 25)	4
Use magic	Draw a spell on the Touch Screen (See "Magic," page 22)	
Do nothing	Skip a turn	

BATTLE MODE MENU

Use magic	Draw a spell on the Touch Screen (See "Use Magic," page 22)
Use item	Equip or use an item (See "Use Item," page 24)
Strike	Use the equipped weapon to attack (See "Strike," page 24)
Defend Reduce damage from enemy attacks for one turn	



Use magic (uses one turn)

Tao can use his magic to attack enemies, as well as heal himself and his familiars. Magic is activated by drawing spells in the air with a staff.

Step 1: Draw a spell in the magic circle
Touch "Input" when you are done, or "Clear" if you've made a mistake. If you draw the spell correctly, the spell will glow white.



Step 2: Select your target
Target an enemy for attack spells, or an ally for healing spells. Each spell has its own range, and you can only select targets within the range of the spell.



Step 3: Cast the spell!

After selecting a target, touch "Trigger." Tao chants the spell and casts it.



* You must equip a staff in order to use magic.

Magic spell levels
Each magic spell has a level from 1 to 6, depending on its power. Each staff has a limit on the magic it can cast, and more powerful staves can be used to draw higher level spells.

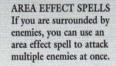
*Depending on the staff, you may not be able to use all of the spells you've learned. Magic damage

The damage you can do with your attack spells increases as you use a more powerful staff. You can upgrade a staff's level at the Hall of Dark Arts.

Tips for using magic

To progress through the Tower, learn to use magic well.

REVIEW SPELLS Select "View inventory" and "Spell Book" to review your spells at any time.





MISSPELLED! If your spell is not recognized, a message will appear. If this happens, try entering your spell again.



^{*} When you need to draw the spell in one continuous stroke, draw the spell twice in a row.

Use item (uses one turn)

You can summon a familiar from the Sealing Notebook, change your weapon or shield, use a consumable item to attack or heal, or even change into different forms, such as a frog. When using a consumable item, you need to select a target.



Strike (uses one turn)

You can use a sword or staff to strike an enemy. The power of your attack depends on your weapon's basic attributes and level. Tao's specialty is magic, but physical attacks are useful when you're running low on MP.



Status abnormalities

On the status screen, if your "Status" indicator doesn't say "Normal," you have a status abnormality. If you don't recover using magic or medicine, you will be at a disadvantage during battle.

• Status abnormalities:

Poisoned / confused / darkness / danger / stone / frog / shrunken

Status

You can check the status of Tao and his familiars by selecting "View status." Tao is listed first, but touching the back windows will let you see current stats for your summoned familiars.



PARAMETER DESCRIPTIONS

LV	Current level
HP	Current health / maximum health
MP	Current magic / maximum magic
AT	Offensive capability
DF	Defensive capability
TEC	Technique: accuracy of attacks and ability to avoid enemy attacks
EXP	Current experience points
Status	Current status (See "Status abnormalities," page 24)
L hand	Staff or sword equipped (Tao is left-handed)
R hand	Shield equipped
Other	Braces/rings/etc. currently equipped



Familiars

Hatch monster eggs to gain familiars! There are a few exceptions, but most of the monsters in the

Tower can join Tao as a familiar. To make a monster a familiar, however, Tao must hatch it from an egg. Monster eggs can be found while exploring the Monster Tower.

Once an egg is found, it must first be identified at the Monster Shop before you can hatch it. Inside the Tower, you can select an identified egg from your inventory and touch "Hatch" to hatch it. The hatched familiar will be added to your Sealing Notebook. *Note: You cannot hatch the egg of a monster you already have.





Familiar system

You can freely transfer familiars in and out of the Sealing Notebook. Once you summon a familiar, it will support Tao and attack enemy monsters. A summoned familiar is controlled with a special item called a "Monster Collar," but Tao's partner Petcho is an exception—he can be summoned without a Monster Collar.

How familiars grow

Familiars gain experience in the two ways listed below, and when one gains enough experience, it gains a level. Some familiars evolve as they level up, gaining new abilities or even changing in appearance.



GAIN EXPERIENCE IN MONSTER TOWER

After defeating an enemy monster, Tao and his familiars gain experience.

GAIN EXPERIENCE IN THE COLISEUM

You can fight against rival monster hunters' familiars in the Coliseum. If you win, you can gain experience. (See "Coliseum," page 28)

RELEASE FAMILIAR

You can keep up to 16 familiars in the Sealing Notebook. When in town, you can release familiars to make room in the book.



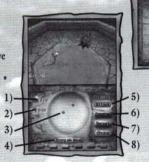
The Coliseum

Familiar battles against friends or the computer In the Coliseum in the middle of the town, you can fight

against other monster hunters' familiars, or trade familiars. To fight, go straight through the far doors and talk to the receptionist at the duel desk. Depending on your fight record in the Coliseum, you can win money and/or experience.



- 1) HP for your familiar
- 2) Enemy HP
- 3) Give instructions to move to indicated spot
- 4) Command priority chart *
- 5) "Attack" command
- 6) "Counter" command
- 7) "Berserk" command
- 8) "Choice" command (Leave strategy to the familiar)



* "Attack" does well against "Berserk," "Berserk" does well against "Counter," and "Counter" does well against "Attack."

Dueling against the computer
The familiars' duel is semi-automatic. You can use the commands on the right side of the screen to give general instructions.

Step 1: Choose a familiar from the Sealing Notebook

Choose the familiar you want to use in the duel from the Sealing Notebook. If you touch "Status," you can view the status of each familiar.



Step 2: Begin the duel

Once you've picked a familiar, the duel begins. Your familiar has 5 minutes to gain an advantage over its opponent.

Dueling against friends

You can establish a network connection by reading the password issued by the host system and entering it correctly into the client system. An antenna icon will appear in the upper right corner.

Step 1: Choose a host system and a client system You can set up a two-player duel using the DS Wireless Link by selecting "vs. Friends." Set one system to be the host, and one to be the client.



Step 2: Operate the host system

A password will be issued—give the password to the player with the client system.



Step 3: Operate the client system
Select "Start as player," then enter the password issued by the host system.

Step 4: Choose a familiar from the Sealing Notebook

If the password is correctly entered into the client system, the DS Wireless Link is activated, and the familiar selection screen appears. Each player must choose a familiar from the Sealing Notebook.

Step 5: Confirm entry information

The entry information is displayed, including the familiar and player names. Once both players are ready, each must touch the confirmation button to begin the duel.





Trading monsters

To trade familiars, go down the hallway, enter the door on the right, and go to the trading desk. By selecting "Trade monsters" here, you can trade monsters via the DS Wireless Link. One player acts as the host, and the other as the client. After you arrive in the trading room, the screen to the right will appear.



Step 1: Receive and enter password

The player on the host system touches "Start as host," and receives a password. The player on the client system must then enter that password.



Step 2: Trade in the trading room
Select "Summon monster" to open your Sealing Notebook, and summon the monster you want to trade. Select "Return monster" to put your monster back into the Sealing Notebook. Or, select "Trade" to let your friend know you're ready to trade-if both players agree, the trade is complete.



Items

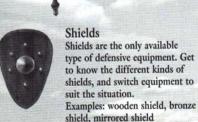
Various items can help you on your adventure Here are some of the basic items from each category.

Weapons and shields



Staves

Some staves have special powers. Choose your staff based on enemy weaknesses and power level. Examples: natural rod, steel rod, wind rod



Swords

The power and cost of a sword is based on the material it is made from. You can also improve swords by paying a fee at the Hall of Dark Arts. Examples: bronze sword, steel sword, golden sword



Consumable items

Items

You can use or eat items to gain the desired effect. Examples: herbs, pita fruit, ball of slowness



Accessories

Accessories have a wide variety of uses—try them out, and see what happens!
Examples: energy drink, bear strap, beautiful bouquet



You can eat at the café in town, but be careful not to eat too much! Examples: mondo lunch, mondo soup, mondo curry

Medicine

You can drink medicines to give yourself a status boost in Monster Tower. Examples: revival potion, hustle potion, pep potion



Other

In addition, there are other items such as the Notepad and Spell Book you start out with, and the ore you can find in Monster Tower.



Magic

Six basic magic spells

Aside from the spells you learn from Amon, Tao's father, your Spell Book will be blank. You can learn more spells by leveling up or by learning them from Gorsh.

Attack spells



DOMDO Shakes the ground and paralyzes one enemy



ELEC

A small lightning bolt strikes one enemy-minor damage



BOA

Attacks one enemy with fireminor damage



FIN

Knocks one enemy back a few spaces with a blast of wind



Healing spells



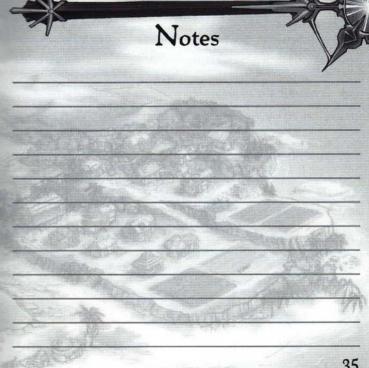
SALA Restores a small amount of health for one target (Tao or a familiar)

Movement spells



BOUND Teleports to a floor where Bound was used beforecan be used with 0 MP





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